TOM and JERRY™

The Ultimate Game of Cat and Mouse!

HI TECH EXPRESSIONS

PRECAUTIONS

Here's how to take care of the 3 1/2" disk.

Keep the disk away from any magnetic field. This could erase or scramble the data.

Insert the disk carefully into the computer disk drive. When the disk is not in use, keep it in a safe place. Handle with care.

Avoid extremes of temperature. Store at 10° to 52°C, 50° to 125°F.

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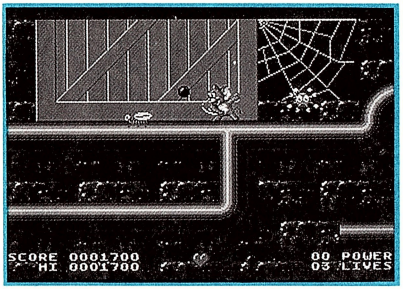
THERE'S BEEN A "MOUSE-NAPPING"



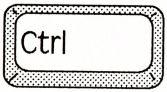
You're here to help Jerry. Your furry little friend has family trouble and he is depending on you to help him rescue his nephew. That mischievous cat, Tom, has mouse-napped Tuffy and locked him away in a trunk in the attic of the old house. You are going to help Jerry rescue his nephew, Tuffy. Together you will make your way from the basement to the top of the house and rescue little Tuffy.

You will travel through five levels of the house--from bottom to top--and you will meet dozens of challenging obstacles. Be ready to overcome the hidden dangers and enjoy the comedy of surprises--and there will be lots and lots of cheese. Jerry needs that cheese to keep him healthy...pick up all you find.

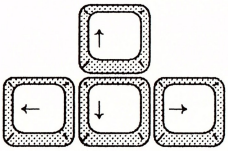
Along the way, you will have to face Tom. He's big and he's tough. You have to hit him with everything you have. You have to outwit him. Use all your power to get Tom and progress with Jerry to the next level. Good aim, good climb, good luck--you need all your marbles to win.

"Have a heart" As you rush to save Tuffy, make sure you stay in good health because Jerry is depending on you. Don't get caught 'cat napping.'

LET'S GET GOING... YOU'RE IN CONTROL



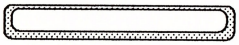
Control Key: This key will make Jerry Jump.



Arrow Keys: If you have two sets, either set will work, but the arrows with the numbers will only work when the 'number lock' is OFF.

Use LEFT and RIGHT arrows to move Jerry horizontally across the screen.

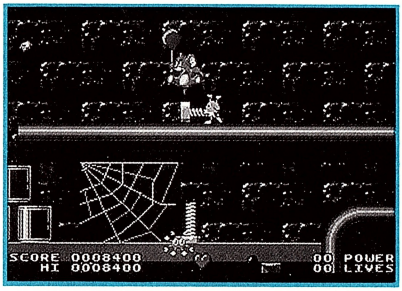
Hold the 'up' arrow when Jerry is in mid air; it will make him grab onto wires, power cords and other assorted items.



Space Bar: Allows Jerry to rotate and select from among those DEFENSIVE ITEMS Jerry has collected and has in his inventory.

Alt Key: This key lets Jerry use the selected Defensive Item.

KNOW THE SCORE



The STATUS AREA is at the bottom of the screen.

Keep track of your score, Jerry's strength and the current ***Defensive Item*** selected by glancing at the Status Area. Also check the Hi Score and the number of lives left.

Every Defensive Item has a different power duration; some can be used only once, some more than once.

Whenever you have selected a Defensive Item (other than a Marble) the Hi Score Indicator becomes a Power Indicator and displays the number of uses left for that particular Defensive Item.

When you have used up a Defensive Item, the ***Power Indicator*** will automatically switch back to the Hi Score Indicator and the selected Defensive Item will automatically become the Marble again.

A GOOD DEFENSE

Each Defensive Item has unique power. Discover how each can overcome different obstacles. Experiment and find out how to use the Defensive Items to your advantage as you encounter buzzing bees, sneaky spiders, wacky bats and many other obstacles.

To pick up an item, move Jerry until he touches it. It will disappear from the screen to be stored in his inventory. Help him find:

Bubble Gum

Hammer

Invisible Ink

Meat Cleaver

Stick

Cup of Water

Drill

Moth Ball

Practice and experiment to discover more about these Defensive Items. You're smart and curious. You'll figure it out.

A STRONG OFFENSE

JUMPING AND CLIMBING

Jerry is a nimble jumper; he can leap great distances or take short jumps. He is very fast and agile. Use the Control key to regulate his vaults. You control how high and how far Jerry jumps by using the Control key with the Arrows.

To climb power cords and wires, place Jerry in front of the object; press the Control key and Up arrow. Jerry will grab on and start his climb. Climbing is a skill that takes lots of practice... ***get started!***

You can pick up speed by jumping straight up while climbing. Leap from one surface to another by jumping and keeping the UP arrow pressed. ***More practice... practice... practice.***

SAY "CHEESE"

Mice thrive on cheese... and it's good for Jerry. Collect all the cheese you can find. Small pieces earn bonus points. Big wedges of cheese are worth a unit of health. Check out the HEART at the bottom of the screen... a red, undamaged heart means Jerry is very healthy. Large wedges of cheese recharge Jerry's strength during play. He's feeling good... Let's keep him that way.

HAVE A HEART

When the heart turns yellow-brown, Jerry isn't feeling too well. When it cracks down the middle, he's suffering from a broken heart.

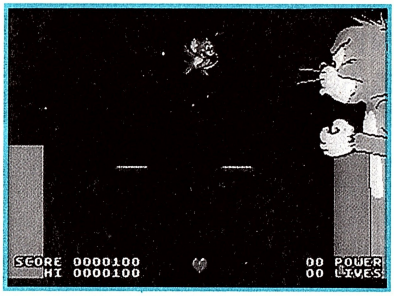
Jerry can take three hits before he loses his life. Keep lots of cheese in stock to keep Jerry healthy.

YOUR BONUS

You will find lots of cheese in the MOUSE HOLES. Move Jerry in front of the hole and press the UP arrow; he will be drawn into the Mouse Hole.

There are other Bonus Rooms which are not entered through Mouse Holes. Thoroughly explore each stage to find them.

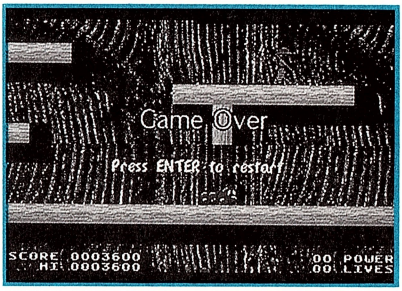
CATS HAVE NINE LIVES



TOM

In the third Stage of every world, Tom shows up to prevent Jerry from rescuing Tuffy. Sometimes, Tom appears to be asleep, sometimes he's actively defending himself. Defeat Tom by clobbering him with multi-MARBLES aimed at his head. Tom doesn't make an easy target but you have to defeat him to move on to the next world. Hit him with everything you have.

MICE HAVE THREE LIVES



BUT, Jerry has five lives.
Some obstacles can cause a little trouble, some can cause Jerry to lose a life. Jerry has five lives, when they are lost, the game ends. But, have 10 seconds to press ENTER and continue the game at the Stage you left off. You can continue but the score will be reset to zero. Do this twice in a row and the game will automatically start over from the beginning.

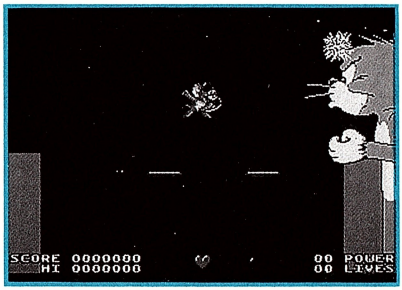
You can gain extra lives for Jerry. For every 50,000 points you earn, you will receive one Bonus Life.

THE WORLDS OF TOM AND JERRY™

World 1--Stage 1: THE BASEMENT
Start in the lower left corner of the Basement and work across BOXES, SHELVES, PIPES and sharp TACKS to the FUSE BOX in the upper right corner. Stay clear of NASTY BEES and SNEAKY SPIDERS! Pick up the HAMMER and BUBBLE GUM. Climb up using the copper wires.

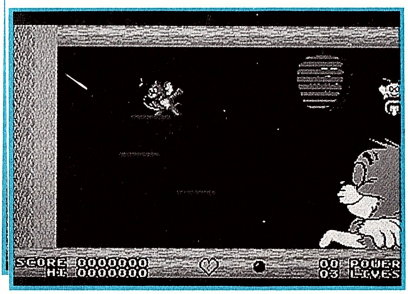
Stage 2: THE PIPES
Avoid the SNAILS, FIDDLER CRABS and the WHOOSHING WATER! Check out the INVISIBLE INK scattered around the pipes. Jerry can exit from the upper right corner.

Stage 3: TOM
Face Tom for the first time inside the Water Tower. Use a floating platform to get close enough to hit Tom with your MARBLES. Target Tom's head five times with MARBLES and he's out.



World 2--Stage 1:
THE KITCHEN
Rude ROACHES, stiff SOLDIERS and buzzing BEES will try to keep you from getting to the window in the upper right corner.

Stage 2: THE TREE TRUNK
Army ANTS and bouncy CATERPILLARS inhabit the Tree Trunk. Stay clear of falling ACORNS and whirly BIRDS. Let the CATERPILLARS give Jerry a lift up to the tree to the exit in the upper right corner.



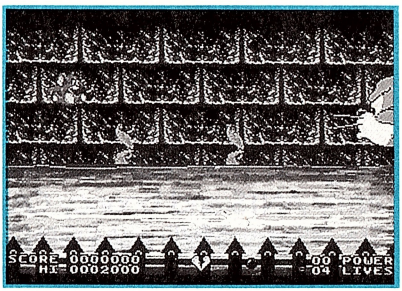
Stage 3: TOM

Jerry's out on a limb with Tom and a hive of BEES! The MARBLES don't affect Tom here, but you can convince the BEES to help Jerry.

World 3--Stage 1: THE ROOF
Make a dash across the Roof. Don't let the SQUIRRELS or wind blown LEAVES stop you as you exit through the Chimney.

Stage 2: THE CHIMNEY
Things heat up as you use the bouncy BIRDS' NESTS to work your way down the Chimney. Find the CUP OF WATER to squelch the flames and watch out for the HOT EMBERS.

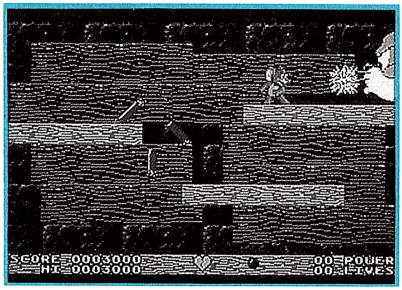
Stage 3: TOM
Tom is waiting in the fireplaces. Don't worry about the little flames but avoid the scorching big flames. Keep your distance from Tom. Jump up before you release your MARBLES; they'll go further. Knock Tom out with twenty-five hits.



World 4--Stage 1: THE LIVING ROOM
Bouncing BALLS make this room a nightmare. Dodge the balls and knock them away with your MARBLES. Head for the exit in the lower right corner.

Stage 2: INSIDE THE WALL
Pick up the DRILL and get going. Not every wall can be drilled through. By-pass the electric wire and stun the roly-poly BUGS with the MARBLES. Watch you back as the BUGS revive. Keep moving--the exit is upper right.

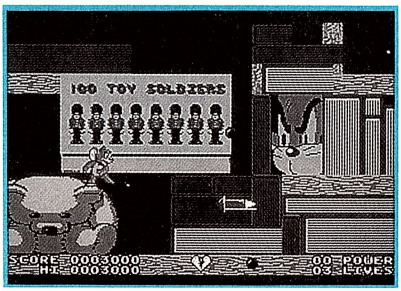
Stage 3: TOM
Where did Tom get those firecrackers? He's blasting away but Jerry can dodge them. When Tom pokes his head out, shoot a few MARBLES his way.



World 5--Stage 1: THE BATHROOM
TACKS, racy ROACHES and chomping DENTURES are waiting. Climb the shower hose to get away and exit in the lower right corner.

Stage 2: THE ATTIC
GHOSTS and SPIDERS make this attic spooky. MOTH BALLS reduce the mystery. Free Tuffy by finding the KEY and racing for the exit in the upper right corner.

Stage 3: TOM
This is the final battle--Jerry's greatest challenge. Avoid the ROCKETS. Every time Tom shows his face, send those MARBLES--you have to hit him fifty times.



BE A HERO!

Limited Warranty

Hi Tech Expressions™ warrants the physical diskette(s) furnished by Hi Tech Expressions to be free from defects in material and workmanship under normal use for a period of 90 days from the date of delivery to the original purchaser as evidenced by a copy of the purchase receipt. Hi Tech Expressions will replace any such defective diskette which is promptly returned to it free of charge.

THE FOREGOING WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES EXPRESSED OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT WILL HI TECH EXPRESSIONS BE LIABLE FOR SPECIAL OR CONSEQUENTIAL DAMAGES EVEN IF HI TECH EXPRESSIONS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Technical Support

If you can't find the answer to a question by consulting this manual, call Hi Tech Expressions' Technical Support staff at 1-305-581-4240, during these times:

Monday-Friday
8:00 AM to 4:30 PM EST

Please do not return your software unless you receive an authorization number from a support technician.

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